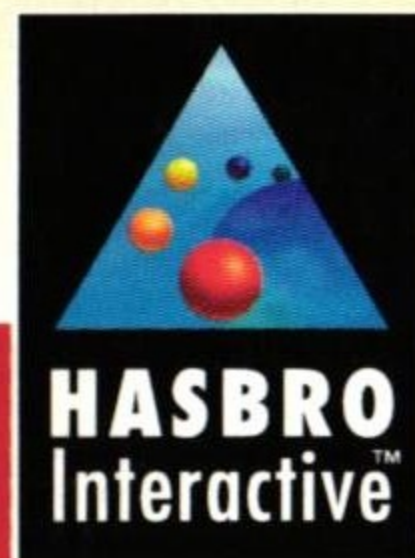


Clue[®]

CD-ROM



WIN 3.1
WIN 95



Was it ...

with the rope

Colonel Mustard

in the study

WELCOME TO CLUE® CD-ROM.

It could have been any one of six famous characters from the ever-popular CLUE® detective game — who now come to life in the intriguing, interactive challenge, CLUE® CD-ROM. Through the wonder of real-time 3D graphics, animation, and superior sound, you explore the scene of the crime, questioning suspects and searching for evidence — all in a race to discover who did away with the rich and yet devious Mr. Boddy!

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SYSTEM REQUIREMENTS

Minimum Hardware System • 486/66 processor • 8MB RAM • 8 bit SVGA graphics card • 2X CD-ROM drive • SoundBlaster 100% compatible sound card • 5 MB available hard disk space • monitor must support 640 x 480 with 256 colors • mouse.

Preferred Hardware System • Pentium 75MHz processor • 8MB of RAM (or 12MB on Windows 95 machines) • 16 bit SVGA graphics card • 4X CD-ROM drive • SoundBlaster 100% compatible sound card • 5 MB available hard disk space • monitor must support 640 x 480 with 256 colors • mouse.

SETUP & INSTALLATION FOR WINDOWS® 3.1

- Start Windows 3.1.
- Insert the CLUE® CD-ROM game disk into your CD-ROM drive.
- From the File menu, select the Run option.
- In the dialog box, type “D:\ SETUP” and click on the OK button. (Use your actual CD-ROM drive letter in place of “D:”.)
- Follow the on-screen installation instructions to install CLUE® CD-ROM.
- Once installation is complete, click on the CLUE® CD-ROM game icon to start the game.

SETUP & INSTALLATION FOR WINDOWS® 95

- Start Windows 95.
- Insert the CLUE® CD-ROM game disk into your CD-ROM drive.
- Follow the on-screen installation instructions to install CLUE® CD-ROM.
- Once installation is complete, click on the CLUE® CD-ROM game icon to start the game.

If Auto Install doesn't work then:

- Click on the Start button
- Select Run
- In the Run dialogue box type “D:\Setup” and click on the OK button (use your actual CD-ROM drive letter in place of “D:”)
- follow the on-screen instructions to install CLUE® CD-ROM
- Once installation is complete, click on the CLUE® CD-ROM game icon to start the game.

WHO KILLED MR. BODDY?

That's the question on everyone's mind — and the mystery you're about to try to solve. In CLUE® CD-ROM, you and your opponents are competing detectives, all trying to find out WHO killed Mr. Boddy, with WHAT murder weapon, in WHICH room of the mansion. The detective who pieces together all of the clues and solves the mystery first wins.

TWELVE DIFFERENT MURDER MYSTERIES IN ALL!

CLUE® CD-ROM offers you three murderously intriguing mysteries — Deadly Patent, Blackmail, and The Road to Damascus. In each one, Mr. Boddy has met an untimely demise. . . and everyone at Arlington Hall is under suspicion. All three can be played at four challenging difficulty levels — which means 12 different games and seemingly endless solution possibilities!

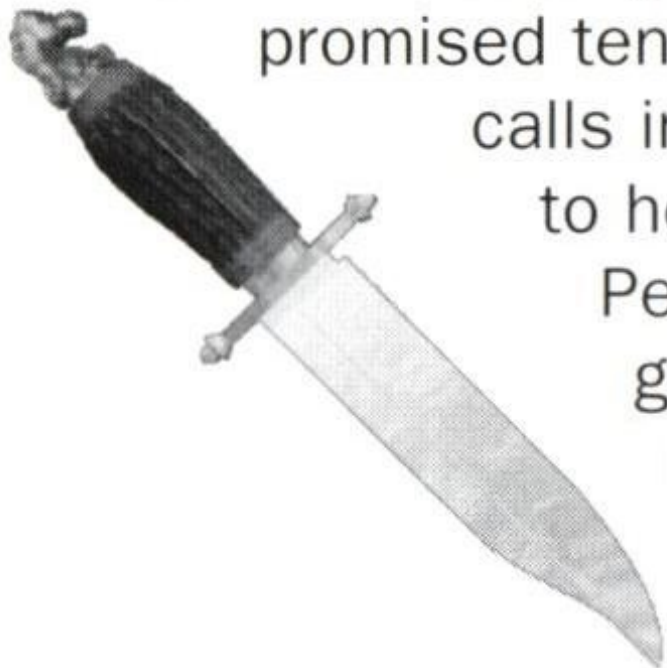
WHAT'S THE STORY?

Playing the Game. There are three different plots to choose from:

Deadly Patent

Professor Plum has invented a formula for producing synthetic rubies. Rather unwisely, though, he has shown his formula to Mr. Boddy, and asked him to run it past experts he knows. Boddy reported their conclusions as negative, only to go ahead and patent the formula as his own.

Mr. Green arranged a crooked solicitor to conduct the testing in return for a promised ten percent on sales. He could be in serious trouble if Plum calls in the police. Ms. Scarlet will not allow anything to happen to her dear intended, Mr. Green, or their wedding fund. Mrs. Peacock's family jewelry business could be ruined if Boddy goes ahead with marketing the rubies. Colonel Mustard, however, will not stand idly by and will do whatever is necessary to protect Mrs. Peacock. Mrs. White helped Professor Plum prepare the formula. In return, the Professor promised her a retirement cottage of her own.



The Road to Damascus

Mr. Boddy has been involved in a car crash and was subsequently cared for by Brother Jerome and the monks of the Order of Silence. Upon his return to Arlington Hall, Mr. Boddy announces that he is to be accepted into the Order as a novice and will be handing over all of his worldly goods to the good Brothers.





Mrs. Peacock had been promised a loan by Mr. Boddy to repair her home. Work is already underway. Miss Scarlet will lose her inheritance, having borrowed heavily against it from some rather unsavory loan sharks. Mrs. White and Mr. Green have been selling off Mr. Boddy's antiques — and paying off Professor Plum to keep quiet — a racket which will soon be discovered when Arlington Hall is handed over. Colonel Mustard may be asked to pay back money borrowed from Mr. Boddy to set up his own company. But he has already gambled it away.

Blackmail

Mr. Boddy has advised everyone to invest in Bolders Brewery. But this is not the opportunity it appears to be.

Mr. Green helped Mr. Boddy set up the deal, but his conscience is catching up with him. The others all stand to lose everything, but have already handed over their money. Suspicions have been aroused and questions are being asked. Mr. Boddy is silencing Colonel Mustard, who knows everything, with his knowledge of the Colonel's liaisons with Miss Scarlet. (Interesting news for the Colonel's good friend, Mrs. Peacock, if it ever got out. . .)

Professor Plum has used his godson's trust money to pay for his investment — a fact well known to Mr. Boddy — so the Professor can't say much. Mr. Green confesses the worst to Mrs. White, and Colonel Mustard is also forced to explain to Mrs. Peacock that the brewery will surely fail.



THE CAST OF CHARACTERS



The Butler

A faithful servant and long-time employee of Arlington Hall. As any good butler should do, he politely introduces you to each scenario and then quietly steps aside. One thing is for certain, in this murder mystery, the butler didn't do it.



Mrs. Peacock

A rather intimidating widow with an inclination towards arrogance and a now dwindling bank account.



Mr. Boddy

An extremely rich bachelor who is more feared than loved. He is the master of Arlington Hall.



Miss Scarlet

Mr. Boddy's young niece who may appear quite dizzy at times, but is actually very devious and cunning.

**Professor Plum**

An academician whose absentminded and eccentric personality disguises a degree of stubbornness that has, at times, led him into dangerous situations.

**Colonel Mustard**

A retired army officer who is impeccable in both manner and dress. Very much a ladies man, the Colonel has more than a hint of a ruthless streak!

**Mrs. White**

The housekeeper of Arlington Hall. A rather self-important woman with a tendency to be inquisitive and something of a gossip.

**Mr. Green**

A vain, weak, and handsome man who generally displays immense charm, unless his greatest love — money — is slightly threatened.

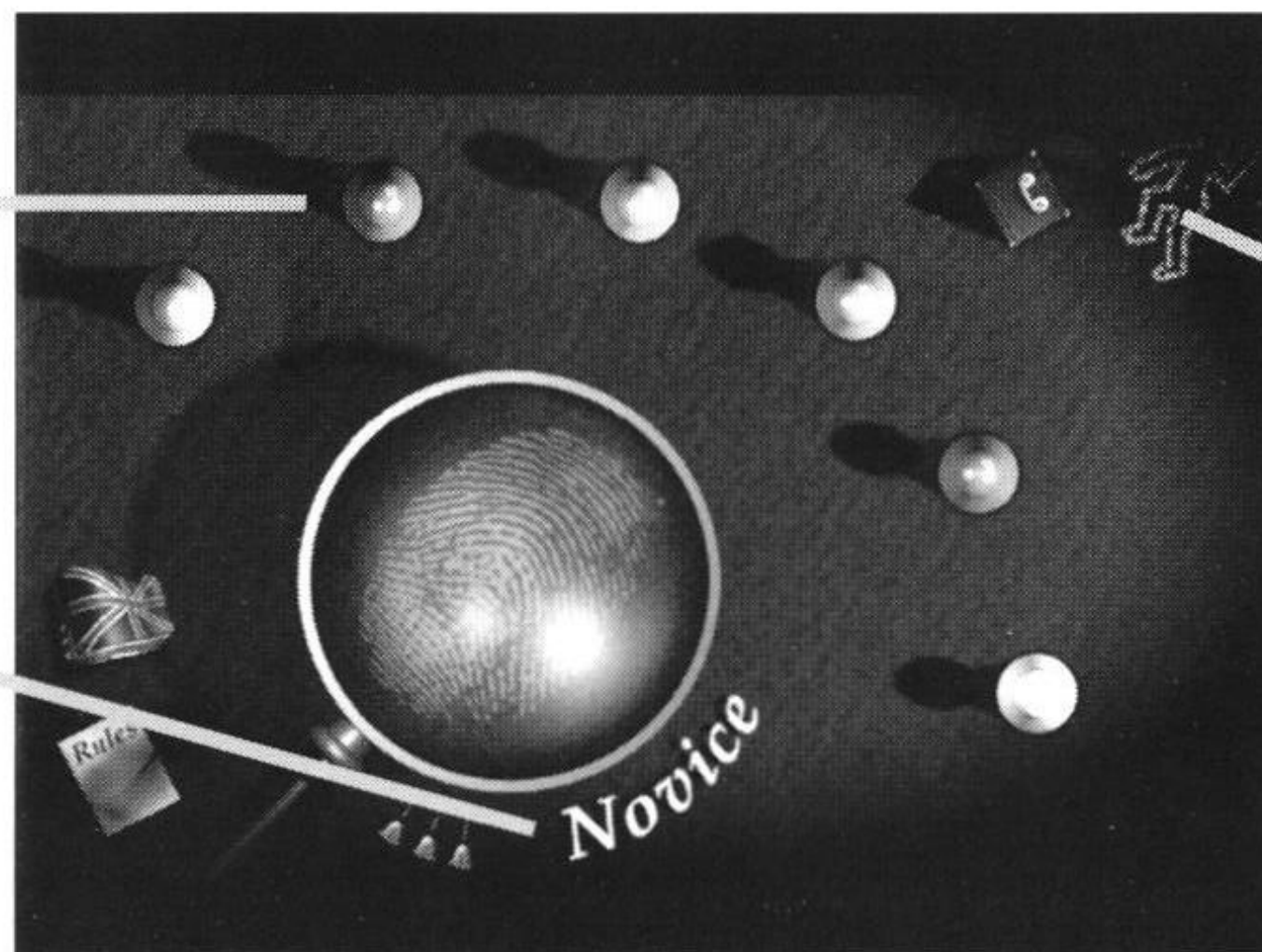
BEGINNING A NEW GAME

After loading the game, a brief sequence introduces the characters. You may click at any time to interrupt this sequence and go directly to the Setup Screen.

SETUP SCREEN

PLAYING PIECES

DIFFICULTY LEVEL



START GAME

Do the following in order:

1. Choose Playing Pieces

CLUE® CD-ROM can be played by up to 6 players. Each player chooses one of the 6 playing pieces by clicking on it once. Gameplay and players' turns proceed in the order in which pieces were selected. (NOTE: CLUE® CD-ROM can be played as a single-player game.)

2. Select the Difficulty Level

There are four difficulty levels: Novice (easiest), Detective, Sleuth, Expert (most difficult). Select the level at which you wish to play by clicking on the middle of the magnifying glass until the desired level appears.

The different difficulty levels will affect several aspects of the game, as shown in the table below.

Difficulty Level	Room positions	Number of accusations	Room names	Clues in secret rooms
Novice	Fixed	3	Yes	Yes
Detective	Fixed	2	Yes	Yes
Sleuth	Random	2	Yes	Yes
Expert	Random	1	No	No

Note: The expert stories are harder to solve, evidence is more carefully concealed, and you will need all your detective powers to solve the mystery!

Note: Clicking on the magnifying glass will change the difficulty level.

3. Review the Game Rules

If you’re a first-time player, you may want to review the official game rules by clicking on the RULES icon at the bottom left-hand corner of the screen.

4. Begin the Game

Click on the body outline in the upper right-hand corner to begin the game. The Butler will appear in a brief sequence to introduce the mystery. You may click at any time to interrupt and enter Arlington Hall to begin playing.

HOW TO PLAY A TURN

Once inside Arlington Hall, players take turns searching for and collecting clues. On your turn, you may do one of the following:

- Move, then carry out an action
- Carry out an action, then move
- Move twice
- Carry out two actions

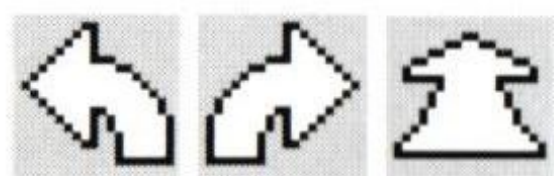
What Defines a Move? — A move begins when the player clicks on a door to leave a room and ends upon entering another room.

What Defines an Action? — An action is taken whenever a player chooses to examine an item, interview a suspect, or see a flashback.

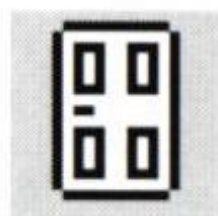
MOVING AROUND ARLINGTON HALL

Each CLUE® CD-ROM mystery opens with you entering the main entrance to the mansion, Arlington Hall. Once inside, you're on your own. As a detective, it's up to you to move about the residence in search of hidden clues to who killed Mr. Boddy.

How Do You Move? Using your mouse, move the on-screen arrow in the direction you wish to move (left, right, forward) and click once. You will move in that direction and then stop. Continue to point and click your way along corridors and hallways.



How Do You Open Doors and Enter Rooms?

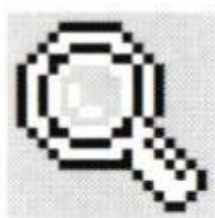


If you wish to enter a room, place the on-screen arrow directly on the door and click once. The door will swing open and you will enter, BEWARE! You may want to listen carefully outside the door before deciding to enter.

INVESTIGATION OPTIONS

Once inside a room, your real detective work begins. Carefully move the arrow cursor around the room in search of clues. (Be sure to move the cursor to the edges of the room; there may be more to see!) As the cursor moves over certain objects, it changes shape — giving you investigation options. You decide to follow up on them or not. . . most of the information you learn will be important in solving the mystery.

The cursor changes to a:



- *Magnifying Glass:* When there's something here worth investigating. Click once to take a closer look at the evidence and hear a description from the Butler.



- *Movie Camera:* When you touch upon a clock. Click once to see a flashback, showing what happened in the room before the murder took place. The flashback could provide an important piece of information.

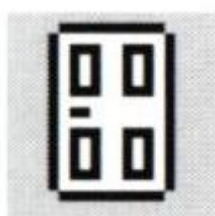


- *Question Mark:* When you encounter a suspect. Click once to question him or her.

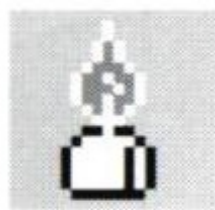
You can:

- ask for a statement,
- find out what he or she knows about any weapons uncovered,
- get a summary of his or her statements so far.

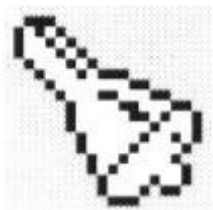
REMEMBER — Each suspect has plenty to hide. You may have to carry out further investigations before a suspect is forced to admit how much he or she really knows.



- *Door:* When you touch upon a door, click on it once if you wish to enter or leave the room. BEWARE! You may want to listen carefully outside the door before deciding to enter.



- *Candle:* When you stumble upon one of the many secret passageways. They're the strangest parts of Arlington Hall — a bewildering maze of pathways that can lead anywhere. . .to a room you've already examined, or one you haven't discovered yet. Click once to enter the secret passageway and continue your investigation. PAY ATTENTION — Clues can be seen and heard in the most unlikely places!



- *Bell*: Allowing you to make an accusation about the murder. Click once to ring the bell and summon the Butler. (See the “Making an Accusation” section, page 19).

USING YOUR DETECTIVE’S NOTEBOOK

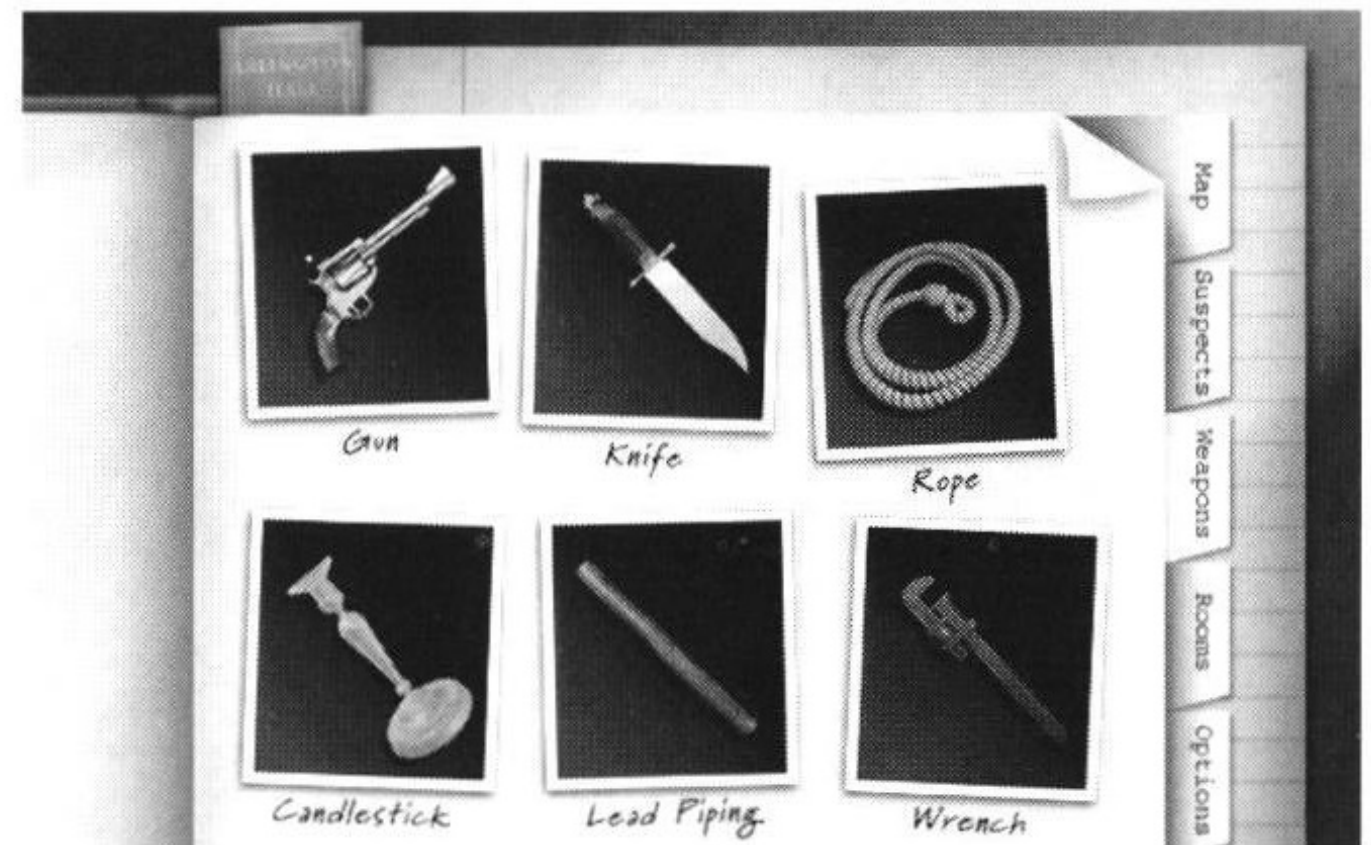
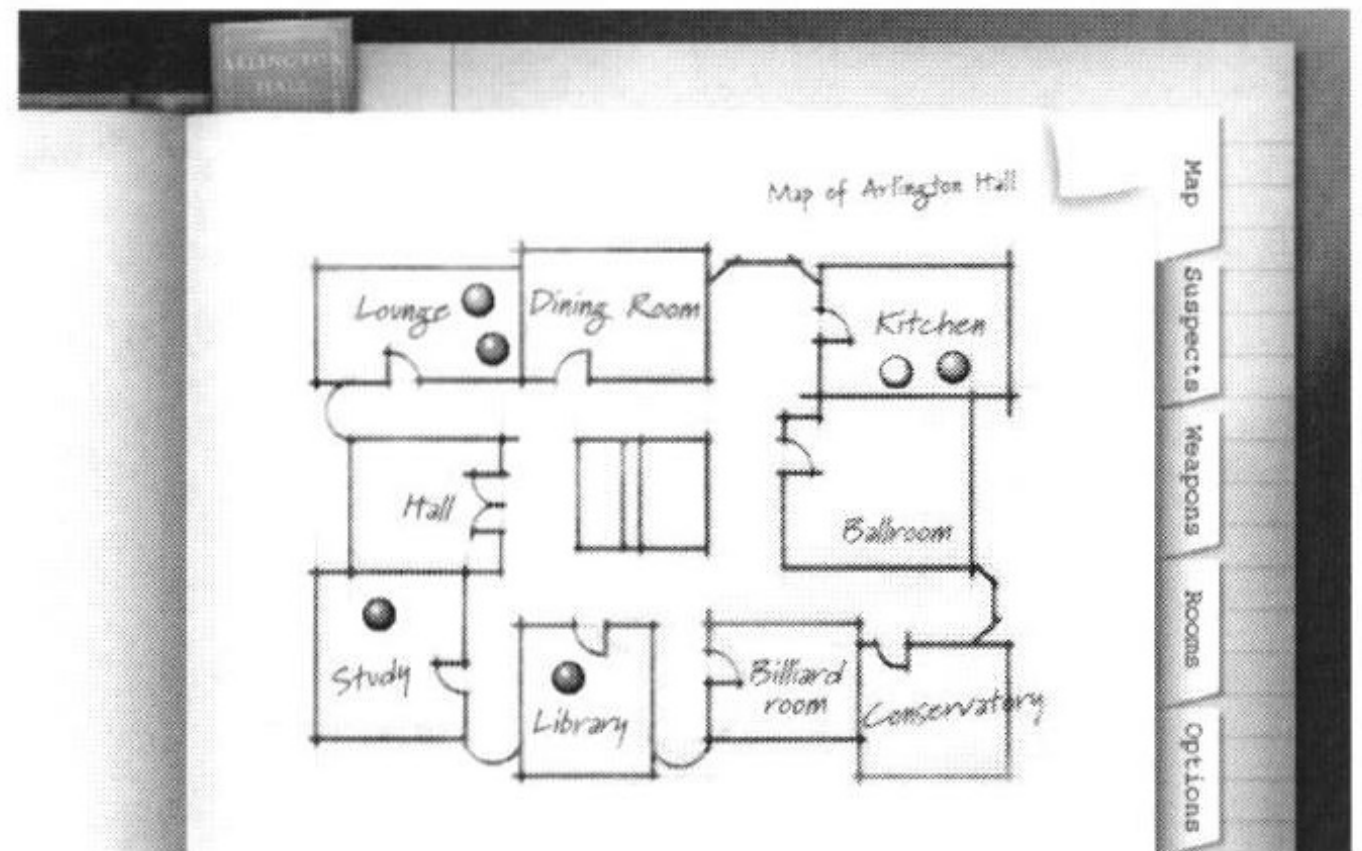
When choosing a playing piece at the beginning of the game, each player is assigned his or her own detective’s notebook. As you search for clues on your turn, any information you pick up is automatically entered into your notebook. Throughout the game, you may refer to your notebook to help develop a “picture” of who may have committed the murder. Whenever you’re in a room, you may refer to your notebook by activating the menu bar at the bottom of the screen and clicking on the NOTEBOOK icon. Browse through your notebook by turning the pages or by clicking on the following icons below it :

- to search your notebook for information on a specific suspect. Click on one of the 6 suspects under the notebook. If information on him or her is available in your notebook, you will automatically go to that page.



- to see a map of Arlington Hall — but only those parts of the house you have visited. Use your map to remind yourself of the layout and return to a room, if you wish. (NOTE: Secret passageways will not be shown on your map!)
- to search your notebook for information on a specific weapon. Simply click on one of the 6 weapons that appear under the notebook. If information is available in your notebook, you will automatically go to that page. Click in the center of the page for more info on that weapon.

Close the notebook by clicking on the small NOTEBOOK icon in lower right-hand corner.



HINTS FOR THE DETECTIVE

Here are some helpful hints to keep in mind while conducting your investigation:

- **GAME STRATEGY** — When you enter a room, look around to gain a feeling for the type of objects which might be there.
- **FLASHBACKS** — These clues (identified by the movie camera icon) are useful because they give you information about what happened before the murder, allowing you to piece together the story.
- **EXAMINING CLUES** — It's important to examine items in each room carefully; they form some part of the whole story. It is possible to figure out why objects are in certain places, or why fingerprints appear on some weapons and not others. Empty drawers can be important, for example, if Professor Plum says he put the gun in the drawer in the Study and it's not there!
- **WATCH OUT FOR RED HERRINGS!** — A good strategy is to pursue every piece of information until it's verified. Check your notebook, when available. **REMEMBER** — the only person who ever lies is the murderer!



IDENTIFYING THE MURDERER

Track down the culprit in a number of ways, including:

- CATCHING HIM OR HER IN A LIE — For example, if Miss Scarlet says she never touched the candlestick, but her fingerprints are all over it. *She's lying!*
- THROUGH THE OBSERVATIONS OF OTHERS — Other suspects can sometimes give good clues. For example, Mrs. White says she saw Mr. Green having an argument with Mr. Boddy. But when asked for a statement, Mr. Green says he and Mr. Boddy were good friends.
- CHECKING HIS OR HER ALIBIS — The perfect way to nail the murderer is to note his or her alibi and then check it against the alibi of another suspect. For instance, if Mrs. Peacock says she was in the conservatory with Miss Scarlet, but Miss Scarlet says she was in the kitchen with Colonel Mustard — you should ask Colonel Mustard for his alibi. All alibis should be able to be verified by at least one other suspect. . . so whomever is lying will be the murderer!



IDENTIFYING THE MURDER ROOM

Identify the murder room in a number of ways, including:

- **OBVIOUS EVIDENCE** — You might find a piece of solid evidence, such as a bloodstained handkerchief stuffed behind a cushion. Or someone might explain that they saw Mr. Boddy going into a certain room and that was the last anyone saw of him.
- **INEXPLICABLE EVIDENCE** — The murder room will always have one piece of evidence that can't be explained. For instance, a whisky glass in the Billiard Room may have been left there by Mr. Boddy just before he was murdered. An overturned chair may have resulted from a struggle. Wherever you find evidence, look at flashbacks to see if there's any obvious reason for it. If not, you may have very well found the murder room!

FINDING THE MURDER WEAPON

Find the murder weapon in a number of ways, including:

- **THROUGH FINGERPRINTS** — Some weapons have fingerprints on them and others don't. You need to ask all of the "fingerprint suspects" what they know about the weapon. Clever detective work will force them to reveal where they found the weapon and where they left it. Then, check their alibi against the location of the weapon. For example, if Colonel Mustard admits to putting the lead pipe in the log basket in the Lounge — and it was found there — it's unlikely that the lead pipe was the murder weapon.

If there are no fingerprints, check to see that the weapon has ended up where you would expect it to be (most likely, through flashbacks).

MAKING AN ACCUSATION

Have you figured out the **WHO**, **WHAT**, and **WHERE** of the **CLUE® CD-ROM** murder mystery?

Making an accusation means you must state:

- WHO committed the murder
- WHAT weapon was used
- WHERE the murder occurred

YOU CAN ONLY MAKE AN ACCUSATION IN THE ROOM IN WHICH YOU BELIEVE THE MURDER TOOK PLACE. MOVE THE CURSOR AROUND THE ROOM TO FIND THE BELL ICON AND CLICK ONCE.

- The Butler will ask you who you think murdered Mr. Boddy and which weapon was used. Click on your choices. The Butler will tell you if you are right or wrong.
- If all accusations are incorrect, you are out of the game. Gameplay continues until one player makes the correct accusation.
- If no one makes the correct accusation, players may decide to learn the truth by clicking on "SEE SOLUTION." The Butler will narrate while a flashback sequence shows what really happened. (You can decide to continue playing until someone makes the correct accusation.)

Play CLUE® CD-ROM again and again. The outcome changes with every game. **Good Luck!**

TROUBLESHOOTING

Before you call for technical support...

If you are having technical difficulties with CLUE® CD-ROM, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Your DOS/Windows version.
4. All the information after the MEM command.
5. Exact error message reported (if any).
6. If you have it, the contents of your AUTOEXEC.BAT and CONFIG.SYS files.

For telephone technical support, please call 617-746-2903. Support hours are from 7:00am to 1:00am, Eastern Standard Time, Monday through Friday, and from 8:00am to 8:00pm, Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

Internet

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any e-mail questions concerning CLUE® CD-ROM to: CLUE@hasbro.com

To find out more about CLUE® CD-ROM and all of Hasbro Interactive's family of classic interactive CD-ROM games, please visit <http://www.hasbro.com>.

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LEGAL NOTICE/LIMITED WARRANTY

Hasbro Interactive's Limited Ninety-Day Warranty

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the CLUE® CD-ROM game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Customer Support Department at (617) 746-2903 between the hours of 7:00 a.m. and 1:00 a.m. Monday through Friday (Eastern Time), 8:00 a.m. and 8:00 p.m. Saturday and Sunday holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

Disc Replacement Policy

If this CD-ROM product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Hasbro Interactive Software Consumer Returns, 50 Dunham Road, Beverly, MA 01915, for a free replacement. This policy applies to the original purchaser only.

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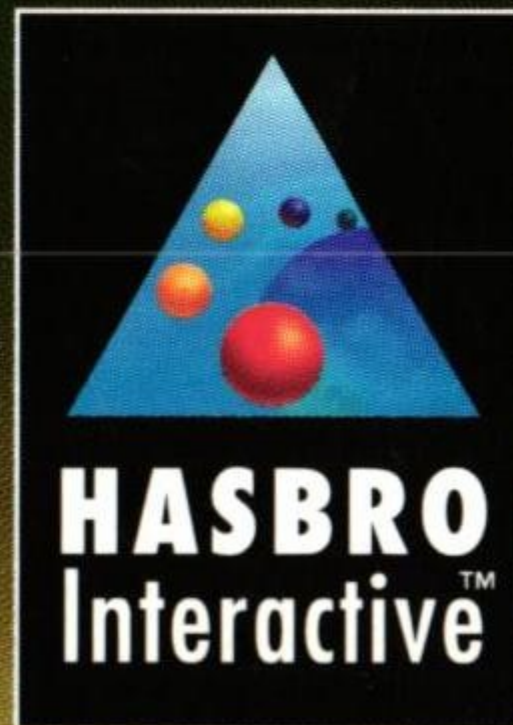
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ABOUT CLUE!

Did you know that . . .

- The CLUE® detective game was invented in 1944 by Anthony Pratt, a solicitor's clerk. Pratt's wife designed the game board, which is still used today.
- The CLUE® game was first introduced in the United States in 1949; the CLUEDO® game, the European version of the CLUE® game, was introduced in the United Kingdom at Leeds of London in 1947.
- Three million CLUE®/CLUEDO® games are sold per year in 73 different countries.
- Approximately 500,000 CLUE® games are sold per year in 73 different countries.
- Over 50 million CLUE® and CLUEDO® games have been sold worldwide since 1949.
- With six characters, six weapons, and nine rooms, the CLUE® game offers a potential of 324 different murder combinations.
- CLUE®, *The Movie* was released by Paramount Pictures in 1985, with a distinguished cast that included Eileen Brennan, Tim Curry, Martin Mull, and Madeline Kahn. the CLUEDO® game has also been the subject of a game show and soap opera in the U.K.

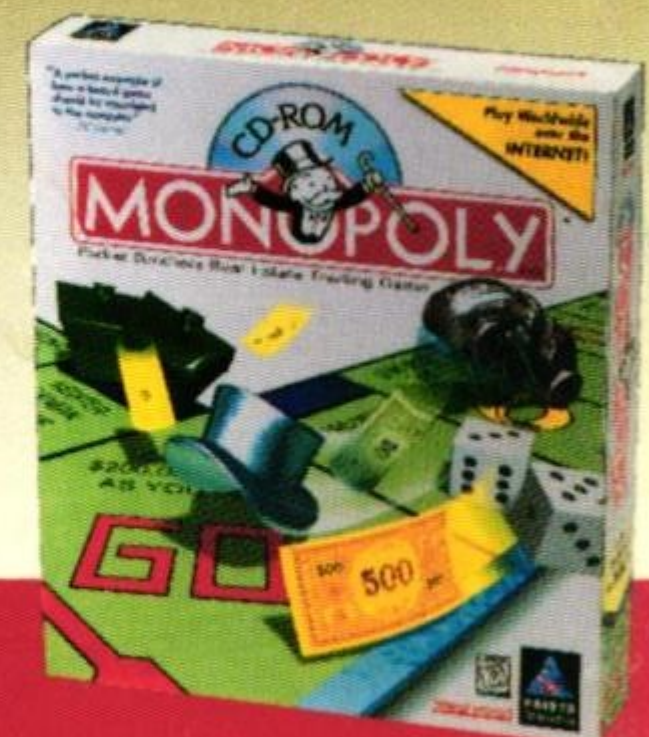
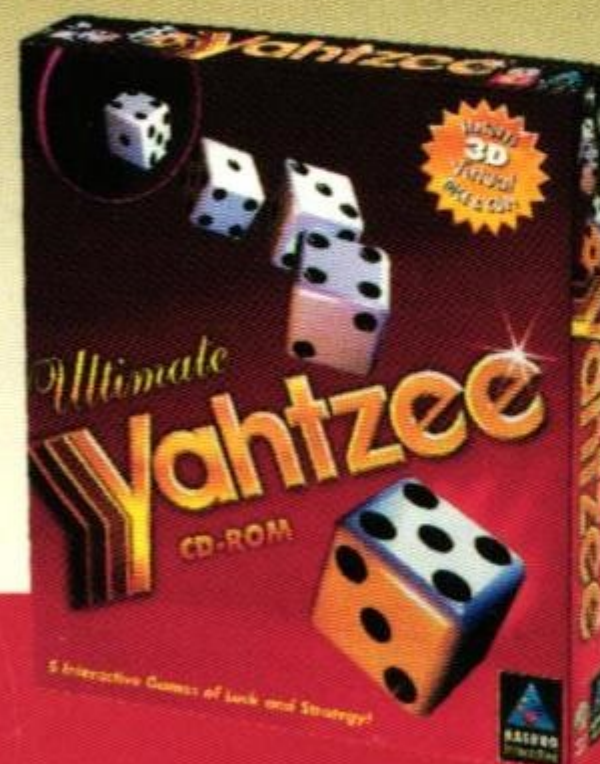
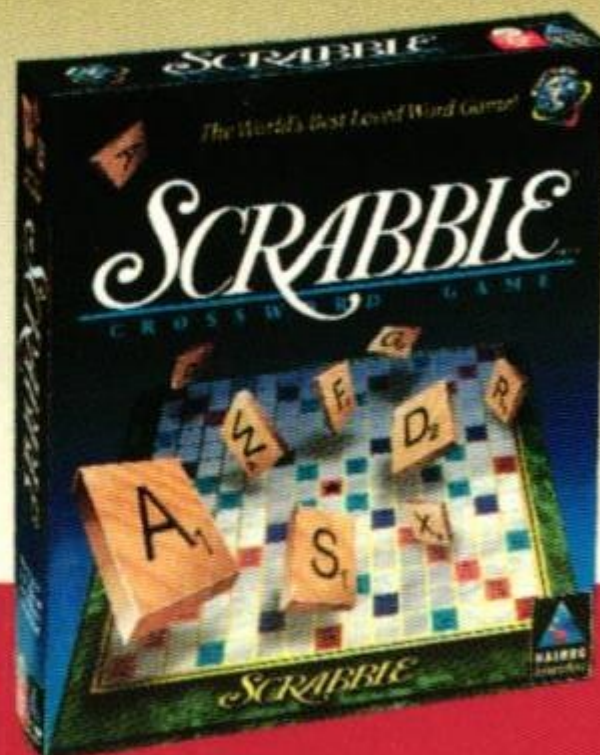


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